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1	480802	surround encircle	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/16 19:28
2	18820	(surround encircle) and gam\$3	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/16 19:31
3	6381	((surround encircle) and gam\$3) and play\$3	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/16 19:31
4	300	((((surround encircle) and gam\$3) and play\$3) and enem\$3	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/16 19:32



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"video game reviews" encircle

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Results 1 - 9 of about 11 for "video game reviews" encircle. (0.49 seconds)

## Monsters At Play: Circle of the Moon Review

... There are also shield power ups that **encircle** your vampire hunter with fireballs, or even a poison cloud, which not only help to protect, but also greatly aid ...

games.monstersatplay.com/review/

gameboy/castlevania\_circle\_of\_the\_moon.php - 24k - Cached - Similar pages

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CineMazing: <I>Rabbit-Proof Fence</I>

... of one AO Neville (Kenneth Branagh, continuing to **encircle** the globe ...

www.cinemazing.com/archives/000962.html - 38k - Cached - Similar pages

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... to BOJ Help to Sell Yen, Yomiuri Says (Bloomberg) 03:17 VeriSign dead cert causes net instability (The Register) 03:18 Consumer giants **encircle** the home PC ...

[www.headliner.nl/archive/10\\_01\\_2004-1\\_us.html](http://www.headliner.nl/archive/10_01_2004-1_us.html) - 101k - Cached - Similar pages

Purchase video game chair from [www.arcade-games-sales.com](http://www.arcade-games-sales.com)

... if one of the family is injured the rest will often **encircle** it to protect ... **video game reviews** - see the latest reviews for all your favorite video games, here. ...

www.arcade-games-sales.com/video-game-chair.htm - 6k - Supplemental Result -

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PittsburghLIVE.com - World Travel News, International Guides ...

... **Video Game Reviews.** Tickets. ... Fifty extinct volcanoes **encircle** Auckland. The most prominent is Eden's Hill where the remains of a Maori fort terrace the summit. ...

[livesite.pittsburghlive.com/x/tribune-review/](http://livesite.pittsburghlive.com/x/tribune-review/)

entertainment/travel/abroad/travelnewzealand.html - 75k - Supplemental Result -

Cached - Similar pages

## Welcome to sales arcade games - arcade video game sales

... attack continue. If one of the family is injured the rest will often **encircle** it to protect it from further attack. Cheetahs do ...

www.sales-arcade-games.com/arcade-video-game-sales.htm - 11k - Supplemental Result -

**Cached - Similar pages**

Richmond hotel's Mother's Day celebration a treat - PittsburghLIVE...

... **Video Game Reviews.** Tickets. ... Four generations of women **encircle** one of the Empire Room's center tables, a graying dowager beside a squirmy great-granddaughter. ...

www.pittsburghlive.com/x/tribune-review/entertainment/travel/archive/s\_132259.html - 71k -

Supplemental Result - Cached - Similar pages

Perzel tous school partner - PittsburghLIVE.com

... Books. Travel. **Video Game Reviews**. Tickets. ... Students are divided into individual learning groups in four classroom "communities" that **encircle** a commons area. ...

[pittsburghlive.com/x/tribune-review/entertainment/ arts/theater/tribune-](http://pittsburghlive.com/x/tribune-review/entertainment/arts/theater/tribune-)

review/news/s\_177324.html] - 33k - Supplemental Result - Cached - Similar pages

/ / / / / / / / / / / / dreams fill the land with hope / / ...

... I'm currently writing **video game reviews** for Animerica, Viz Comics' monthly anime magazine, and ... If he hits you with **Encircle** you'll probably want to cast ...

members.aol.com/chrisk2018/ffvus11.txt - 101k - Supplemental Result -  
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### All Things Zombie - Video Game Reviews - Resident Evil 2

**VIDEO GAME REVIEWS**, Resident Evil 2 (1998 PSX). ... The scare of being in the middle of a **circle** of zombies and less wondering what's around the next corner. ...

[www.allthingszombie.com/games/re2.php](http://www.allthingszombie.com/games/re2.php) - 35k - [Cached](#) - [Similar pages](#)

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### Super Street Video Game Reviews - MX Unleashed

... By Lisa Lippard. Super Street **Video Game Reviews**. ... Regular, high finishes will upgrade a players world ranking and push them closer to the final winner's **circle**. ...

[www.superstreetonline.com/plugged/games/130\\_0403\\_mxun/](http://www.superstreetonline.com/plugged/games/130_0403_mxun/) - 43k -

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### PS2 VIDEO GAME REVIEWS... Looney Toons: Back in Action

... The main thing is that there are several instances where you have to rapidly press a button (usually the **Circle** or X). For instance, when a security guard has ...

[www.teamps2.com/teamps2/rt\\_looneytoons\\_backinaction.html](http://www.teamps2.com/teamps2/rt_looneytoons_backinaction.html) - 35k -

[Cached](#) - [Similar pages](#)

### PS2 VIDEO GAME REVIEWS... Fairly OddParents: Breakin' Da Rules ...

... Instead of telling you to hit the Square button to target and **Circle** to use the grappling chin, the game tells you to aim and use the Action button (neither ...

[www.teamps2.com/teamps2/rt\\_fairlyoddparents\\_rules.html](http://www.teamps2.com/teamps2/rt_fairlyoddparents_rules.html) - 38k - [Cached](#) - [Similar pages](#)

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### Video Game Reviews, Letter C | VideoGamesLife - The Online Video ...

... with the letter C. To see a complete list of all of the **video game reviews** we have ... Castlevania: **Circle** of the Moon. Game Boy, Platform, Konami, September 17, 2003. ...

[www.videogameslife.com/pages/C/rvw/articlelist.htm](http://www.videogameslife.com/pages/C/rvw/articlelist.htm) - 63k - [Cached](#) - [Similar pages](#)

### Video game reviews and cheats: XBOX, PS2, playstation2, Nintendo ...

... apdaddy. Posted on Tuesday, March 04, 2003. No drones mode: Press Square(2), **Circle** (2), L1, R1, Start at the screen after startup (before choosing a player). ...

[www.gamezilla.com/users/cheat.aspx?cheat=1517](http://www.gamezilla.com/users/cheat.aspx?cheat=1517) - 28k - [Cached](#) - [Similar pages](#)

### Video game reviews and cheats: XBOX, PS2, playstation2, Nintendo ...

... toolman\_32. Posted on Tuesday, March 18, 2003. 2,000 electricity While playing a game, hold R2 and press Triangle, Square, **Circle**, X, Triangle, X. ...

[www.gamezilla.com/users/cheat.aspx?cheat=1522](http://www.gamezilla.com/users/cheat.aspx?cheat=1522) - 28k - [Cached](#) - [Similar pages](#)

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### Common Sense Media - Video Game Reviews - Learn to Play Chess with ...

... train. For example, to learn how the King moves, kids become Sumo wrestlers striving to knock their opponents out of a **circle**. They ...

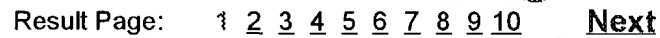
[www.common-sense-media.org/mediaguide/review.php?id=2122&type=Video%20Game](http://www.common-sense-media.org/mediaguide/review.php?id=2122&type=Video%20Game) -

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### Slashdot | Ethics and Video Game Reviews

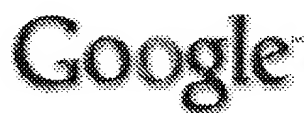
Ethics and **Video Game Reviews**. Games. ... It became a joke in our **circle**. I tried playing the game, it was an irritating FPS (most are on consoles, tho), too. ...

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<http://www.google.com/search?hl=en&lr=&ie=UTF-8&q=%22video+game+reviews%22+cir...> 7/16/04

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[reviews.iwon.com/pscVideoGameReview/](#)[Action/Maken,X/PRD\\_87467\\_3730crx.aspx](#) - 38k - [Cached](#) - [Similar pages](#)[Free Consumer Reviews](#)

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-	35132	(mov\$5 and (crowd\$1 or group\$1) and (process\$3 or computer) and (arrang\$6 or assign\$5) and rule\$1) and direct\$4	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 08:52
-	30790	((mov\$5 and (crowd\$1 or group\$1) and (process\$3 or computer) and (arrang\$6 or assign\$5) and rule\$1) and direct\$4) and point\$1	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 08:52
-	23624	((((mov\$5 and (crowd\$1 or group\$1) and (process\$3 or computer) and (arrang\$6 or assign\$5) and rule\$1) and direct\$4) and point\$1) and position\$1	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 08:52
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-	4585	(display\$1 or image\$1 or screen\$1) and (((((mov\$5 and (crowd\$1 or group\$1) and (process\$3 or computer) and (arrang\$6 or assign\$5) and rule\$1) and direct\$4) and point\$1) and position\$1) and destination\$1)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 08:55
-	3711	((display\$1 or image\$1 or screen\$1) and (((((mov\$5 and (crowd\$1 or group\$1) and (process\$3 or computer) and (arrang\$6 or assign\$5) and rule\$1) and direct\$4) and point\$1) and position\$1) and destination\$1)) and mode	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 08:56
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-	1	(((((display\$1 or image\$1 or screen\$1) and (((((mov\$5 and (crowd\$1 or group\$1) and (process\$3 or computer) and (arrang\$6 or assign\$5) and rule\$1) and direct\$4) and point\$1) and position\$1) and destination\$1)) and mode) and determin\$6) and virtual adj (space\$1 or object\$1)) and 706/47.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 08:59
-	1795	((((display\$1 or image\$1 or screen\$1) and (((((mov\$5 and (crowd\$1 or group\$1) and (process\$3 or computer) and (arrang\$6 or assign\$5) and rule\$1) and direct\$4) and point\$1) and position\$1) and destination\$1)) and mode) and determin\$6) and virtual	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 09:17
-	1262	(((((display\$1 or image\$1 or screen\$1) and (((((mov\$5 and (crowd\$1 or group\$1) and (process\$3 or computer) and (arrang\$6 or assign\$5) and rule\$1) and direct\$4) and point\$1) and position\$1) and destination\$1)) and mode) and determin\$6) and virtual) and character\$1	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 09:18
-	1172	(((((display\$1 or image\$1 or screen\$1) and (((((mov\$5 and (crowd\$1 or group\$1) and (process\$3 or computer) and (arrang\$6 or assign\$5) and rule\$1) and direct\$4) and point\$1) and position\$1) and destination\$1)) and mode) and determin\$6) and virtual) and character\$1) and individual\$1	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 09:18
-	474	((((((display\$1 or image\$1 or screen\$1) and (((((mov\$5 and (crowd\$1 or group\$1) and (process\$3 or computer) and (arrang\$6 or assign\$5) and rule\$1) and direct\$4) and point\$1) and position\$1) and destination\$1)) and mode) and determin\$6) and virtual) and character\$1) and individual\$1) and gam\$3	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 09:19
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-	89	463/37.ccls. and (group\$1)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/24 11:38
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-	37661	(direct\$5 and point\$1 and position\$1 and (arrang\$6 or assign\$5) and determin\$6 and object\$1 and display\$1 and operat\$3 and mov\$5 and form\$5 and tim\$3) and (circle or circular or ring or orbit or sphere)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/24 08:32
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-	7	((((((direct\$5 and point\$1 and position\$1 and (arrang\$6 or assign\$5) and determin\$6 and object\$1 and display\$1 and operat\$3 and mov\$5 and form\$5 and tim\$3) and (circle or circular or ring or orbit or sphere)) and gam\$3) and radi\$3 and diameter) and display\$1 and image\$1 and screen\$1) and (crowd\$1 and group\$1 and player\$1)) and equal	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/24 09:00

-	0	(((((((direct\$5 and point\$1 and position\$1 and (arrang\$6 or assign\$5) and determin\$6 and object\$1 and display\$1 and operat\$3 and mov\$5 and form\$5 and tim\$3) and (circle or circular or ring or orbit or sphere)) and gam\$3) and radi\$3 and diameter) and display\$1 and image\$1 and screen\$1) and (crowd\$1 and group\$1 and player\$1)) and equal) and equidistant	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/24 09:01
-	6	(((((((direct\$5 and point\$1 and position\$1 and (arrang\$6 or assign\$5) and determin\$6 and object\$1 and display\$1 and operat\$3 and mov\$5 and form\$5 and tim\$3) and (circle or circular or ring or orbit or sphere)) and gam\$3) and radi\$3 and diameter) and display\$1 and image\$1 and screen\$1) and (crowd\$1 and group\$1 and player\$1)) and equal) and (even or evenly)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/24 09:03
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-	5	(463/37.ccls. and rul\$2) and @pd>=20031120	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/13 14:47
-	496	463/31.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/13 14:47
-	229	463/9.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/13 14:47
-	16	463/31.ccls. and 463/9.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/13 15:06
-	0	463/38.ccls. and (463/31.ccls. and 463/9.ccls.)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/13 14:48
-	2	463/37.ccls. and (463/31.ccls. and 463/9.ccls.)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/13 14:48

-	0	(463/37.ccls. and (463/31.ccls. and 463/9.ccls.)) not (463/31.ccls. and 463/9.ccls.)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/13 15:06
-	14	(463/31.ccls. and 463/9.ccls.) not (463/37.ccls. and (463/31.ccls. and 463/9.ccls.))	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/13 15:06
-	1	("6585599").pn.	USPAT	2004/07/16 15:45
-	551005	gam\$3 and character\$1 (enem\$3 foe play\$3)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/16 15:52
-	24005	gam\$3 and character\$1 and (enem\$3 foe play\$3)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/16 15:52
-	1	((("6585599").pn.) and (gam\$3 and character\$1 (enem\$3 foe play\$3)))	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/16 15:52
-	56472	gam\$3 and character\$1	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/16 17:14
-	1		USPAT; US-PGPUB	2004/07/16 17:08
-	1		USPAT; US-PGPUB	2004/07/16 17:09
-	1		USPAT; US-PGPUB	2004/07/16 17:10
-	1		USPAT; US-PGPUB	2004/07/16 17:12
-	455	463/43.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/16 17:14
-	496	463/31.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/16 17:15
-	230	463/9.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/16 17:15
-	413	463/37.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/16 17:15

-	214	463/38.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/16 17:18
-	0	463/38.ccls. and 463/9.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/16 17:19
-	69	463/43.ccls. and 463/31.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/16 17:20
-	14	463/43.ccls. and 463/9.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/16 17:20
-	29	463/43.ccls. and 463/37.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/16 17:20
-	9	463/43.ccls. and 463/38.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/16 17:20
-	13	463/31.ccls. and 463/38.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/16 17:20
-	40	463/31.ccls. and 463/37.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/16 17:20
-	16	463/31.ccls. and 463/9.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/16 17:20
-	11	463/37.ccls. and 463/9.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/16 17:20
-	72	463/38.ccls. and 463/37.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/07/16 17:20